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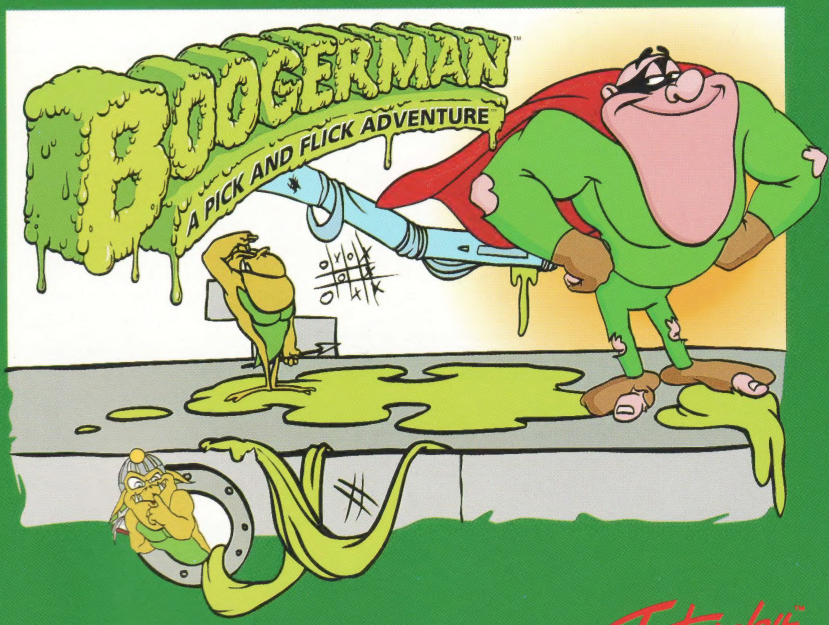

Interplay

INSTRUCTION BOOKLET

MODE D'EMPLOI
SPIELANLEITUNG
MANUAL DE INSTRUCCIONES
LIBRETTO DE INSTRUZIONI
HANDLEIDING
INSTRUKTIONSHÅNDBOG
OHJEKIRJA
INSTRUKTIONSMANUAL

TM

SUPER NINTENDO ENTERTAINMENT SYSTEM

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STORY

It was a dark and stormy night at the strange new science lab built high in the hills above Takey Dump, the world's largest landfill. Other than this unusual storm, all was well in the world. This was not the case just a short time ago. The world had come dangerously close to being buried in its own garbage and pollution. All was saved when local mad scientist, Professor Stinkbaum, invented a device that could trans-exist the world's pollution to another dimension; a dimension that had come to be known as Dimension X-crement. Everything was running well and there had been no complaints. That is, until now.

An out-of-practice super-hero known as Boogerman left his mansion and identity as eccentric millionaire Snotty Ragsdale to work at the lab and re-enter the exciting world of crime-fighting, mystery-solving, and floor-sweeping. He took the job as janitor so he could keep a close eye on the lab until he could confirm the safety of the operation and find out exactly where the pollution was going. He had a bad feeling about this latest solution to the world's problems and the lab was in need of a good cleaning anyway. This night his suspicions would come true.

The process of trans-existing pollution to another dimension relies upon a very special fuse constructed of an isotope of an extremely rare element known as Snotrium 357. This crystalline structure of absurdly great power converts waste into a particle beam and fires it into the direct center of a Cosmic Oriented Mal-extruding Misanthropic Occular Nimbus Warping Astrophysical Space and Time Erradicating basket, better know as a C.O.M.M.O.N. W.A.S.T.E. basket.

It was this crystal fuse that worried Snotty. Could its power be used for evil as well as for good? In the wrong hands it could be used to commit the most hideously heinous of humanly crimes. A person in possession of such power could jaywalk across a street, drive in a carpool lane without passengers, or even spit on the sidewalk without getting caught. Oh, the horror! This night the unthinkable HAPPENS...

SAFETY PRECAUTIONS

Use the following suggestions to keep your Super Nintendo Entertainment System® Game Pak in its best condition:

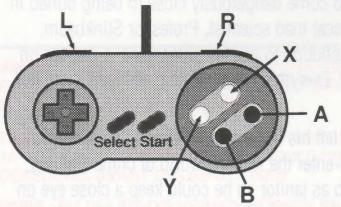
1. Keep the Game Pak away from heat, cold, water and direct sunlight.

2. Keep it in its protective cover when it is not in use.

3. If your Game Pak gets dusty, use a clean, soft cloth to clean it. Do not use any type of chemicals.

4. Do not take the Game Pak apart; it should remained sealed.

5. Always make sure to turn the power off before inserting or removing the Game Pak from the Super Nintendo Entertainment System.



Start = PAUSE B = MUCOUS Y = JUMP
A = GAS L = LOOK UP R = LOOK DOWN

GETTING STARTED

First insert the BOOGERMAN Game Pak into your Super Nintendo Entertainment System. Now move the Power switch to the on position. The LOGO screen should then appear. The LOGO screen will lead you into the TITLE screen where you will have the option of starting a new game or entering a PASSWORD to continue from some point in the game.

Press LEFT or RIGHT on the control pad to jump Boogerman to the toilet labeled with the option you have chosen. Press DOWN or START on the control pad to select that option and send Boogerman on his way.

PASSWORD

To enter a PASSWORD, press LEFT or RIGHT on the control pad to select one of three positions that make up the PASSWORD. Each position will have a character from the game. To change the character in the selected position, press UP or DOWN to scroll through the character list. When you have entered a valid password, press the START BUTTON. If you have entered a valid PASSWORD, the screen will fade out and Boogerman will start at the beginning of the level chosen. An error sound will indicate an invalid PASSWORD and you will be returned to the title screen. You may return to the TITLE screen from the PASSWORD screen at any time by pressing the A, B or Y BUTTON.

STRENGTH

Boogerman begins each level with full strength shown by his red cape. If Boogerman is damaged, his cape will flash for a short time. During this time Boogerman will be invulnerable to enemy attacks. (However, Boogerman can still drown or fall off-screen during this time, so be careful.) When his cape stops flashing it will be yellow to indicate that his strength is low. One more hit and he's a goner. Collecting a red CAPE will restore his health to full strength and return his cape to red. Collecting a red cape when Boogerman is at full strength will give him a super charge indicated by a glowing cape. Boogerman can then take three hits before losing a try.

CONTROLS

RUN -To RUN, press LEFT or RIGHT on the control pad.

JUMP - To JUMP, press the B BUTTON. Boogerman can jump when standing, running, and while HANGING onto objects. To jump DOWN from an object, press the DOWN button and B.

PUSH - To PUSH an object, press LEFT or RIGHT on the control pad when standing next to the object. Boogerman can only PUSH certain objects.

FLICK - To FLICK a booger, press the Y BUTTON. Boogerman can FLICK boogers while standing, jumping, and ducking.

LOOGIE - To LOOGIE, press the Y BUTTON when Boogerman has the MILK BOTTLE power-up. Boogerman can LOOGIE while standing, jumping, and ducking.

BURP - To BURP, press and release the A BUTTON. Boogerman can only BURP while standing.

SUPER BURP - To SUPER BURP, press and hold the A BUTTON until the GAS METER flashes, then release the A BUTTON. Boogerman can only SUPER BURP while standing. Boogerman can break through certain barriers by using a SUPER BURP.

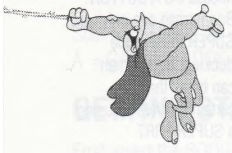
DUCK - To DUCK, hold DOWN on the control pad.

FRRT - To FRRT, hold DOWN onthe control pad to DUCK, then press and release the A BUTTON. Boogerman can only FRRT while ducking.

SUPER FRRT - To SUPER FRRT, hold DOWN on the control pad to DUCK, then press and hold the A BUTTON until the GAS METER flashes, then release the A BUTTON. Boogerman can only SUPER FRRT while ducking. Boogerman can break through certain barriers by using a SUPER FRRT.

FLY - To FLY, first, press the B Button to jump, then immediately press and hold the A Button. Boogerman has the the CHILI power-up. Move Boogerman LEFT and RIGHT with the control pad. By alternately holding and releasing the A BUTTON, Boogerman can fly at any height.

HANG - To HANG onto an object, hold UP on the control pad while jumping to an object that can be held onto. Pressing DOWN on the control pad will cause Boogerman to look down as he slides. Pressing DOWN and B causes Boogerman to let go of the object and jump down



SWING - To SWING from an object, JUMP to a swingable object. Boogerman will automatically grab hold of the object. Press LEFT or RIGHT on the control pad to swing from object to object.

NOTE - holding DOWN on the control pad while jumping will tell Boogerman to not grab hold of objects.

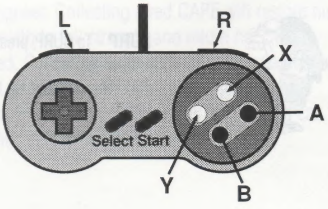
BUTT WHOMP - To BUTT WHOMP an enemy, JUMP on top of them. Some enemies take more than one WHOMP to defeat.

CAUTION - Some enemies are not vulnerable to this attack. They have protection such as hard hats, spikes or pus.

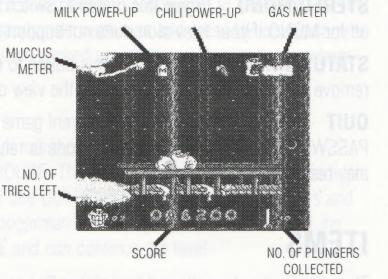
DIG - Boogerman can dig through trash to find hidden items by pressing down while standing in a pile of trash. Hold DOWN until Boogerman has finished digging and an item will appear. Boogerman will then automatically collect the item.

To LOOK ABOVE or BELOW Boogerman during game play, Press the L Button to look up or the R BUTTON to look down. The playfield will then show an area above or below Boogerman as selected. Releasing either the LEFT or RIGHT button at any time will return Boogerman to his normal view.

To PAUSE the game during play, press the START BUTTON on the control pad. This will stop all game play and dim the screen. To RESUME game play, press the START BUTTON on the control pad again.



STATUS BAR



MUCOUS METER - This meter displays how much MUCOUS you have. MUCOUS is used for flicking BOOGERS and LOOGIES. The meter will get smaller as Boogerman uses his mucous attacks.

MILK POWER-UP -This MILK bottle will be displayed when Boogerman has collected the MILK POWER-UP This will allow Boogerman to do a more powerful mucous attack called a LOOGIE.

GAS METER - This meter displays how much GAS you have. GAS is used for BURPS, FRRTS and for FLYING. The meter will get smaller as Boogerman uses his gas attacks. FLYING uses a lot of gas very quickly.

CHILI POWER-UP - This CHILI PEPPER will be displayed when Boogerman has collected the CHILI POWER-UP. This will make Boogerman's gas attacks into FIERY attacks which are very powerful and even allow Boogerman to fly.

NUMBER OF TRIES LEFT - This number indicates how many more tries that Boogerman has left to complete the current level before he is returned to the start of the current world.

SCORE - This number shows how many points Boogerman has scored by defeating enemies, collecting items, and finishing levels.

NUMBER OF PLUNGERS COLLECTED - This number indicates how many plungers that Boogerman has collected. These plungers are used at the completion of a level to allow Boogerman to build a ladder at the BONUS SCREEN.

BONUS SCREEN - When you have completed a level, Boogerman will enter the BONUS SCREEN. Points for plungers and zits will be awarded here and added to your score. If you collected 30 plungers or more in the completed level, Boogerman will build a ladder to reach the platform above where an extra try is awarded.

OPTIONS MENU

To bring down the OPTIONS MENU, pause the game by pressing the START BUTTON on the control pad during game play, then press the B BUTTON. The OPTIONS MENU will drop down from the top of the screen. Press the B BUTTON to raise the OPTION MENU off the screen. Press START on the control pad to resume game play.

MUSIC ON/OFF - Toggle this button to turn the MUSIC on or off.

SOUNDS ON/OFF - Toggle this button to turn the SOUND EFFECTS on or off.

STEREO/MONO - Toggle this button to switch sound to STEREO or MONO. Switch this button off for MONO if your television does not support stereo, or you may not hear all of the sounds.

STATUS BAR ON/OFF - Toggle this button to enable or disable view of the status bar. This will remove the status bar from obstructing the view of the playfield.

QUIT - Activate this button to quit current game play and go to the PASSWORD SCREEN. The PASSWORD SCREEN will display the code to return to the world that you were playing so you may resume play later.

ITEMS

These items may be collected by passing Boogerman across them.

BOOGER - collecting these will add to the MUCOUS METER.

BEANS - collecting cans of beans will add to the GAS METER.

PLUNGER - collecting enough plungers will allow Boogerman to receive a bonus at the BONUS SCREEN.

CAPE - collecting the cape will restore Boogerman to full strength.

MILK - collecting the MILK bottle will power-up Boogerman's mucous attacks to LOOGIES.

CHILI - collecting the CHILI pepper will power-up Boogerman's gas attacks to FIERY attacks and allow him to fly.

EXTRA TRY- collect this and receive an extra try.

OTHER POINTS OF INTEREST

TRASH PILE - these heaps of garbage sometimes contain valuable items. To search a trash pile, press DOWN on the control pad while standing on the pile. Boogerman will DIG through the garbage until it is gone. If the pile contains a plunger or a power-up, an icon of that object will rise from the trash to indicate what was found.

TOILET - these toilets will take Boogerman to the underground world of the sewers. To enter, jump Boogerman on top of a toilet with a down arrow and then press DOWN on the control pad. Boogerman will be flushed down to a sewer sub-level. A toilet in the sewer will bring Boogerman back to some point in the aboveground level.

PIMPLES - those PIMPLES can be tricky. Sure, they'll squoosh and they'll goosh, but sometimes you'll have to try more than once to pop a pesky pimple!

TELEPORT NOSE - these NOSES will teleport Boogerman to another NOSE in the level. To activate a NOSE, stand underneath one and press UP on the control pad or jump up. Boogerman will be sucked up and then blown out somewhere else.

OUTHOUSE - this is a midpoint marker. To activate the marker, jump Boogerman on top of the OUTHOUSE. The OUTHOUSE will spring up to indicate it has been activated. Activating one OUTHOUSE will deactivate any others and make it the current marker. If Boogerman loses a try and still has tries left, he will reappear at this OUTHOUSE and can continue the level.

ARROW - This sign will point the way to the end of the level.

Boogerman Walk–Through

You know the routine: stick the Super Nintendo Game Pak into the machine, make sure you're on the right channel and that everything's hooked up, and turn it on. When the start-up screen appears, you'll see Boogerman perched on one of two toilets. You can steer him between the two with the keypad; to start the game, stand him on the toilet marked START and press down. This will flush him to the first disgusting level, the Flatulent Swamps. You can skip the intro scene by pressing START again – one viewing of that is more than enough.

Okay. You're standing in muck, facing right. That's the direction you'll need to keep going to finish this level, got it? A few inches ahead of Boogerman you'll see a pile of garbage at the bottom of a tree. Use the keypad to walk Boogie over to stand in it and press down to dig. Keep digging until the mess is gone and you'll be rewarded (if you can call it a reward) with a plunger. Your plunger collection is displayed in the lower right corner of the screen, in red numbers. Gather enough plungers and you'll get an extra life at the end of the level.

(Note: The eyeballs, frogs, and chompberries may be lively but they're just scenery, so quit trying to stomp on them, okay?)

Ahead of you is a leaping nose goblin. You've probably already noticed him. Don't worry, he's a coward, he won't attack you. Press Y to flick a booger at him and he's history. Now, see that plunger overhead? Push B to jump up and grab it. You should land on that green slimy branch – if you miss, try again until you make it. You can't reach the next branch up but if you turn left, back the way you came, you should be able to leap over to that other branch and grab another plunger.

Now, see those branches above you? If you jump up twice, you should be able to get that cape power-up at the top of the screen. Unless you've been boneheaded enough to get injured already, your cape should start flashing. Trust us: that's a good thing.

You can't go any further to the left, so turn back to the right and go to the end of that top branch. Press the keypad right while pressing B to jump – this should carry Boogerman forward onto a

lower branch where you can pick up another plunger. A little further to the right you'll drop onto another branch and find more garbage to dig in; you might think that's pointless, but it's snot. (Yes, we CAN get a little more mileage out of that soggy old joke!) This fuels your booger-flicking attack and is added to the nose-and-finger mucous-meter in the upper left corner of the screen.

To your right you'll drop onto another branch, over a goblin. Go left a bit to get back to the ground; Boogerman is now standing between two zits, those eggy-looking things in the grass. You can kill those by jumping on them – don't you wish it was that easy in real life? Let's get that goblin in a different way: face him, get as close as you dare, and press A to blast him with a mighty belch.

Past the goblin is a ledge. Go over it. You'll land in more garbage (joy!) where you can dig up some more snot. (How does that stuff get in there, anyway...?) Forward ho! there's your first bridge, complete with goblin guard. Flick him but be careful – as you can see, these ones can come after you! Across the bridge is more garbage to dig in and a ledge up. Jump up, squish that zit and head right a little more, where there's another marching goblin for you to flick out of existence. If you like, try a long-distance burp to get rid of this guy: face him, hold down A for a second or three, and then release.

Now the swamp slopes down, to another pile of garbage (another plunger, anybody?). Past the first frog (nope, sorry, you still can't squash it) is a nose slug. (Yuck!) You should know what to do to it by now. Onward to the right, where you'll run into another bridge, another slug, and more garbage – you can work out the details by now, we hope.

At the top of the next slope up is a toilet. The arrow on it points up, so obviously you aren't going to be able to go down it, are you? It's the exit from the underground sewers, and you'll have to find the toilet entrance on your own. You can come back to search for it later. For now, onward to the right! Jump down the next ledge and flick another goblin. Above where that goblin was standing is a slippery vine; you can climb this and get into the trees by standing under the vine and jumping up repeatedly, but again this is something you can come back to later.

Jump up onto the next ledge (probably killing that zit in the process) and you'll see a goblin right on the edge of the next ledge up. You can't jump up there to deal with him without crashing into him and losing some health, so try this trick: face the goblin, press B to jump straight up, and while you're in midair press Y to flick a booger at him. It might take a couple of tries but it works. Now the ledge is clear and you can continue on.

At the top of this next slope is what looks like a flat wooden box. Jump on it and an outhouse will pop out of the ground! This marks your midway point through this level. If you should get splattered any time soon, this is where you'll return to the game – much better than starting at the beginning again, eh? It's also a good way to climb up into the trees, above and to the left, but that can wait. Not much longer. Have patience.

A little further to the right is another ledge down – be careful, there's a goblin waiting in ambush! We recommend that you deal with this one by jumping on his head. Keep heading right, past another goblin, and you'll be stopped by a wall with a great gold nose set into it. Believe it or not, this is a teleporter! Stand under the nose and press up or B and you'll be snorted to the next stop on the Nasal Express. Nobody nose what's beyond this point, so you're on your own, though we can tell you that the green thing is a trampoline. And what do you do with a trampoline...?

First, though, you might want to go back through what you've already passed, to explore the trees and to find that other toilet to the underground level. Be warned: the critters were only splatted, NOT killed. If you should choose to retrace your steps, you could find yourself facing each obstacle again...

WORLDS

FLATULENT SWAMPS

Totally nauseating, dude! You'll have to watch where you step here. These swamps are filled with the foulest substances in Dimension X-crement. Trudge through the sludge, wade in the glade, and hope you don't sink in the stink. You can cut the cheese but can you cut the mustard to make it through these haunted bogs?

THE PITS

This world will make your skin crawl. It'll make your hair stand on end. It'll make you want to puke. Run the length of intestinal tracts as you wind your way through fleshy fields of hairs, moles, and EEEWWW! What's that thing? Do you have the GUTS to go for the glory?

BOOGERVILLE

This is a quiet little town as pretty as a peach. SNOT! Forget about the enemies, even the buildings can be fatal. These goblins are certainly not architects, unless they studied under the stooges. The last time they tried to take out the trash they gave up and just moved. It's an interesting place to visit but you wouldn't want to live there. Can you defeat Booger Meister's army of nose goblins? Wait and see for yourself! Nyuk yuk yuk.

MUCOUS MOUNTAINS

Oozing with goo, Mucous Mountains are home to a bunch of butt-heads.They don't take kindly to unexpected guests dropping in but they're sure to help you drop off. You can spring your way to the top but be careful not to fall. At this height, it's no time to take a trip. Hang in there. Don't make a mountain out of a mole hill or you're sure to fall flat.

NASAL CAVERNS

This place is nothing to sneeze at. Lakes of fresh green snot flow beneath, formed by post nasal drips that seem to ooze from everywhere. Watch out for the stalactite goblins. They like to drop by now and then. Don't get caught in the snot and blow it or you'll get snuffed.

PUS PALACE

You'll just have to wait and see for yourself.

ENEMIES

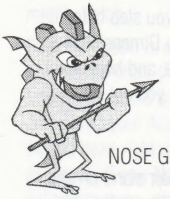
FLYING GOBLIN

ROCK GOBLIN

STALACTITE GOBLIN

RAM GOBLIN

POGO GOBLIN



NOSE GOBLIN

WINDOW GOBLIN

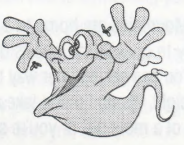
SEWER GOBLIN

MINER GOBLIN

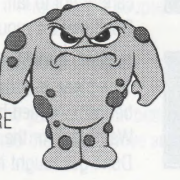
TROLL

ABDOMINAL SEWER MAN

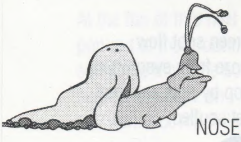
BOUNCING BOOGER



FRRT GHOST

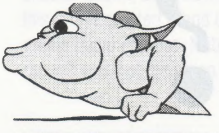


PUS CREATURE



NOSE SLUG

TOILET GOBLIN



SCAB CREATURE

OGRE

BOSSES

REVOLTA - Truly a fatal attraction, she has the hots for our leading man. Having been turned down for a date once too often, Eugena "Ug" Lee had her sights set on revenge. While brewing a witch's love potion during a freak thunderstorm, she was struck by a lightning bolt, causing her to implode and hurtle head over heels into Dimension X-crement.

ATTACKS: Lightning Breath • P.U Attack (Plain Ugly) • Ugly Stick

HICKBOY - Once a military man, Major Hick left the army to become a small town farmer who loved to tend the chickens. While out sowing his oats, Hickboy was swept away in a freak tornado caused by one of Boogerman's sneezes. The tornado blew him through a nearby transdimensional portal that someone accidentally left open and into Dimension X-crement.

ATTACKS: Egg Launcher • Chickenerang • Chicken Club (not a sandwich)

DEODOR ANT - Back on Earth Deodor Ant was known as Warren Lariss, a paranoid hypochondriac video game programmer who collected bugs as a hobby. His favorite collection was an ant farm with real working tractors. During a routine reconnaissance flight, Boogerman ran out of gas and crashed headlong through Warren's roof, smashing the ant farm into bits as he landed. When the ants ran away, Warren chased them to a large ant hill. He jumped in after them, not knowing that the ant hill was actually one of Professor Stinkbaum's early experiments buried in the ground: a dysfunctional teleportation tub. As he was teleported to Dimension X-crement, his molecules merged with those of the ants, giving him special ant powers.

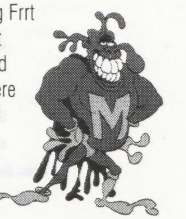
ATTACKS: Ant-ihistimine • Ant-acid • Ant-tenae

FLYBOY - Buzz Winger was a hot-shot crop duster in Hickboy's hometown. While dusting Major Hick's crop of hash browns (potatoes), his plane was struck by a lightning bolt, ricocheted off a tornado, and crashed into a large ant hill. You know what happened then...

ATTACKS: Vomit Bomb • Frrt Duster •Maggot Missiles

BOOGER MEISTER

Little is known about this guy other than the fact that he rules Dimension X-crement with an iron butt. It is said he lost his butt in a recent attempt to duplicate Boogerman's Super Flaming Frrt attack...with tragic results. It would seem he failed to read the warning printed elsewhere in this manual.



Rather than a chip on his shoulder he's got a booger on his finger, and he can't get it off. He's a snotty boy who loves to jaywalk, violate carpool laws, and spit on sidewalks. His favorite saying is "You can pick your friends, and you can pick your nose, but you can't pick your friends' noses... unless you're Booger Meister, of course."

ATTACKS: Unknown. Rumored to be even more vile and disgusting than Boogerman on his best day. Impossible, you say?

A MESSAGE FROM BOOGERMAN

As a super-hero, there are many people out there in video land that look up to me, or down, as a role model. Why? I don't know, but that's beside the point.

What I mean is, there are those who will try to imitate my super-powered bodily functions. Now I want you to understand that I have spent many years training and studying under the masters whose names, by request, I won't mention. The fact of the matter is that if done improperly and without self-control these bodily functions could cause property damage, mental suffering, and physical harm, not to mention ridicule and a loss of friends. I oughta know. So remember, wherever there's grossness, wherever havoc is wreaked, no matter how bad the smell, I'll be there. Until they ask me to leave.

And please, for the sake of your friends and loved ones...DON'T TRY THIS AT HOME.

Your favorite super-hero,

Boogerman

CREDITS

President	Brian Fargo
Executive Producer	Alan Pavlish
Producer	Justin Siller Jeremy Airey
line producer	Mike "paco" greene
artwork	eddie rainwater scott beiser
Sewer Levels	Matt Findley
director of qa	jeremy s. barnes
Assist. Director Of QA	David Simon
Lead Tester	Dan Forsyth
Testers	Brian Mcinerny Yuki Furumi Chris Parker Kyle Schubel Jeff Barnhart Chris Keenan Aaron Oliaz Larry Smith Stacey Patterson Jeff Woods
Voice Editing	Larry Peacock
Voice Direction	Charles Deenen Michael McConnohie

Recorded At Post Logic Hollywood, California

Cast Of Characters

Robert Axelrod	Arlene Banas
Steve Bulen	Wally Burr
Richard Epcar	Rodie Frierson
Barbara Goodson	Steve Kramer
Joyce Kurtz	David J. Mallow
Michael McConnohie	michael Sorich
Melodee m. Spevack	Terrence Stone
Robert Towers	Jeff Winkless

Walk-Through Text	Kelly O'Guinn
Manual Written By	Michael Stragey Jeremy Airey Jeff Woods
Graphic Design	Dave Gaines Salma Asadi
Production	Dave Gaines Bruce Warner

QUAKE ENTERTAINMENT

Programmer	Michael Stragey
Level Design	Chris Tremmel

LIL' GANGSTER CREDITS

Production Managers	Chris Takami Jay Francis
Director Of Animation	Gabi Payn
Character Animators	Norland Tellez Gabi Payn Brenda Banks art Morales
Assistant Animators	Joel Hageman Clete Shields Brian Kindregan
Character Clean Up	Pike Muniz
And Color	Mark Yarber Roz Gibson Steven Engels
Background Artists	Jason Magness Brett Varon

KRISALIS CREDITS

Managing Director	Tony Kavinaugh
Original Musicand Effects	Matt Furniss
Sound Driver	Shawn Hollingworth

INTERPLAY PRODUCTIONS LTD.
71 MILTON PARK, ABINGDON,
OXON OX14 4RX, ENGLAND.
Tel: +44 (0) 1235 821666
Fax: +44 (0) 1235 821777

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